

read - 10/17/92

Scoutmaster Schaner - Wilson Coneybeare

Let Dan get out of woods  
without being a callous bystander  
- perhaps get sent

Change line about never a failure  
Dark end with a chase

**SHINING TIME STATION**

**"SCOUTMASTER SCHEMER"**

BY

WILSON CONEYBEARE

From characters and storylines created by  
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TORONTO DRAFT  
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SCENE 1  
(MAINSET)

(STACY, KARA AND BECKY, SITTING ON  
BLANKET IN FRONT OF INFO BOOTH,  
SURROUNDED BY CAMPING STUFF,  
WEARING CAMPING GEAR, ARE DOING A  
CHECK LIST)

STACY:

Okay, I'll list all the  
stuff we need for our  
camping trip and you  
check them off. Whistles  
for around our necks in  
case we get lost.

KARA:

Check!

STACY:

Flashlights.

BECKY:

Check!

STACY:

Tent poles and rope.

KARA:

Check!

STACY:

Sandwiches.

BECKY:

Check.

STACY:

Well, I think that's most  
of it.

SCENE 1 (CONT'D)

BECKY:

Stacy, I'm glad we <sup>have</sup> got  
you as leader for the  
wilderness weekend  
instead of you-know-who.

STACY:

Don't be too hard on  
Schemer. I'm sure he's  
doing his best with the  
boys.

(WHISTLE SHRIEK, THEY TURN. FROM  
REAR WE SEE DAN AND SCHEME GOOSE-  
STEPPING IN, LOADED DOWN WITH ALL  
SORTS OF GEAR. SCHEMER, IN RIDICU-  
LOUS RANGER RICK OUTFIT, MARCHES  
BEHIND THEM, SHOUTING AT THEM  
THROUGH BULLHORNS)

SCHEMER:

Hep-cat two three four,  
hep-cat two three four,  
about two-faced! Dump  
gear!

(BOYS DUMP GEAR IN ARCADE. THERE <sup>ARE</sup> IS  
ALREADY TONS OF STUFF THERE.  
SCHEMER BLOWS WHISTLE AND BULL-  
HORNS)

Roll call!

(BOYS RUSH TO LINE UP)

Scout Dan!

DAN:

Here!

SCHEMER:

Here what?

DAN:

Here, Master Scout Ser-  
geant Schemer, Sir!

SCENE 1 (CONT'D)

SCHEMER:

That's better. Stomach  
out, chest in.

(POINTS TO DAN'S SHIRT)

Is that food I see on  
your shirt? Gimme ten!

(DAN SIGHS, REACHES IN HIS POCKET,  
GIVES SCHEMER TEN CENTS)

That's better.

SCHEEME:

Uncle Schemer, Master  
Scout Sergeant, sir! How  
come Dan has to pay you  
ten cents for food on his  
shirt when you have  
cheese giggle crumbs on  
you.

SCHEMER:

That's it, you bought  
yourself another one,  
Scout Schemee! Boot  
polishing time!

*That's  
insubordination*

(SCHEEME TO POLISH)

As for you, Scout Dan--uh  
...sweep up the arcade.  
Okay?

DAN:

Sweep up the arcade?  
But--

SCHEMER:

(INTO BULLHORN)

This is wilderness  
survival, Scout Dan, not  
some joy ride.

(DAN SIGHS, GOES TO WORK)

SCENE 1 (CONT'D)

SCHEMER:

(TURNS, BULLHORN IN STACY'S EAR)

Wilderness survival, Miss  
Jones!

STACY:

(PUSHES BULL HORN OUT OF THE WAY)

Schemer, the whole idea of  
these trips was to teach  
the kids about camping  
out, having fun, teamwork,  
learning skills! Not  
sweeping arcades and pol-  
ishing your boots.

SCHEMER:

Miss Jones, let me cor-  
rect you. When Schemer  
teaches scouting he's  
teaching a boy about  
life, and life, Miss  
Jones, is a jungle, a  
veritable potpourri of  
rabid woodland animals.  
I'm going to teach these  
boys to become men, tough  
men, real men, the kind  
of man who knows what it  
means to be a man and do  
it manly, as only a man  
can!

STACY:

Oh, it that so? Well,  
I've just taught Kara and  
Becky how to set up a  
tent, start a fire, cook  
food, stay warm, and find  
clean water. Have you  
taught the boys that yet,  
or isn't that part of  
being a man?



SCENE 1 (CONT'D)

SCHEMER:

Anybody can do those  
things. Scout Scheeme,  
Scout Dan! Set up a  
tent, and uh--make me  
some food!

SCENE 1 (CONT'D)

(DAN AND SCHEEME LOOK AT ONE ANOTH-  
ER. SCHEEME RAISES HIS HAND)

SCHEMER:

Question, Scout Scheeme?

(KARA AND BECKY LOOK AT ONE  
ANOTHER)

BECKY:

I'm really glad we <sup>have</sup> ~~got~~  
Stacy as our leader. ✓

(KARA NODS)

CUT TO:

SCENE 2

(INT. JUKEBOX-DRESSING ROOM)

(PUPPETS LOUNGING AROUND)

DIDI:

A camping trip! What  
a great idea.

TITO:

Yeah, man, I can see it  
now. Under the stars,  
surrounded by nature.  
Whoo, just thinkin'  
about it gives me the  
all-overs!

DIDI:

How do we do it, Tex?  
Rex?

GRACE:

Yeah, give~~s~~ us all your  
cowboy knowledge. How  
do we start? ✓

REX:

Well, first you get  
yourself a big ol'  
trailer with a couple of  
beds and a kitchen  
inside of it.

TEX:

True 'nuff, Rex. Then  
you put a nice big TV  
set in there....

REX:

And don't forget the  
electric toothbrush!



SCENE 2 (CONT'D)

DIDI:

That's not campin!  
You have to stay in a  
tent to go camping, and  
I know just where to go.  
Follow me!

(ALL HEAD OUT AS WE)

DISSOLVE TO:

SCENE 3  
(ARCADE/MAINSET)

(SCHEMER IS STANDING IN FRONT OF ONE OF THE MACHINES LOOKING AT HIMSELF IN A REFLECTIVE SURFACE, MAKING SURE HIS SHIRT IS CLEAN; CALLS OUT ON BULLHORN)

SCHEMER:

Scout Scheeme!

(SCHEEME APPEARS)

Where's my sandwich?

SCHEMEE:

We're almost out of food.  
You already ate most of  
it.

SCHEMER:

As Scout Sergeant Schemer  
I will decide how rational  
our rations are. Now get  
cooking!

(INTO BULLHORN)

Master Scout Schemer  
looking for tent! Does  
not see tent!

(WE SEE DAN IS TRYING TO PUT UP  
TENT ALONE IN ARCADE, AND HAVING A  
TOUGH TIME. STACY APPEARS BY  
SCHEMER)

DAN:

I think I <sup>love</sup> almost got it. ✓

STACY:

Schemer, can't you do  
anything but shout  
through that thing?

SCENE 3 (CONT'D)

SCHEMER:

Miss Jones, for your  
information I'm trying to  
show Dan how to put up a  
tent. That is my intent.  
Get it?? My in-tent!

STACY:

But no one can put up a  
tent alone. It takes  
teamwork.

SCHEMER:

Ha! Any real man of the  
woods can put up a tent  
alone.

STACY:

Well, Mr. Man of the  
Woods, why don't you try  
it?

(SCHEMER STARES AT HER, TAKES THE  
DARE, SHOUTS IN BULLHORNS TO DAN)

SCHEMER:

Master Scout Sergeant  
Schemer ~~putting up tent~~  
now!

*will now demonstrate the official Schemeriffic  
technique for putting up a tent,*

(DAN STEPS ASIDE, SCHEMER HANDS HIM  
BULLHORN, PROCEEDS TO FIDDLE WITH  
TENTING)

SCENE 3 (CONT'D)

SCHEMER:

See, it's simple. This  
uh, doohickey goes here  
and this...

(FINDING POLE HE DOESN'T KNOW WHAT  
TO DO WITH, THROWS IT ASIDE)

...fastens here and  
there! A man's tent is  
his castle!

(HE STARTS TO GET IN THIS MESS.  
DURING FOLLOWING, KARA AND BECKY  
APPEAR TO WITNESS TENT FALLING ON  
SCHEMER)

Just as cozy as can be  
in here, it's--Hey,  
there's no night lite!  
It's dark!

STACY:

Oh, Master Scout Ser-  
geant Schemer, it looks  
like your castle walls  
are crumbling!

(SCHEEME APPEARS WITH SANDWICH,  
LOOKS AT DAN AND STACY, THEN AT  
TENT)

SCHEEME:

Where'd my uncle go?

(STACY POINTS. SCHEEME GOES OVER,  
LIFTS ONE FLAP, REVEALS A PANICKED  
SCHEMER, WHO IMMEDIATELY SEES  
EVERYONE LOOKING AT HIM, SCOTS  
OUT, GRABS SANDWICH)

SCENE 3 (CONT'D)

SCHEMER:

It's about time I got  
some grub around here!  
Come on Scheeme, we're  
going to inspect the  
woods for a campsite!  
Tents aren't everything  
to camping. There's bugs  
and prickles and wild  
animals. Uh-- you go  
first Scheeme. Let's go!

*before we put up our tent  
we need to*

*Putting up tents is the just a  
trivial  
part of camping. The main  
thing is to win the battle  
of the bugs, the prickles,  
and the wild animals*

(THEY EXIT. MR. C POPS UP ON INFO  
BOOTH, PEEKS AROUND LEDGE)

MR. C:

Are they gone? I certainly  
hope so, because I'm  
nervous enough as it is.

KARA:

Hi, Mr. Conductor. What  
are you nervous about?

MR. C:

I'm taking my conductor's  
refresher course today.

BECKY:

What's that?

STACY:

That's when a conductor  
has to brush up on all  
the things conductors are  
supposed to know. Have  
you checked your hole  
puncher?

MR. C :

Until I'm punchy.

STACY:

Your whistle?

SCENE 3 (CONT'D)

MR. C:

Clean as a whistle.

STACY:

Your "all aboard?"

MR. C:

"All abo-oard!!"

STACY:

Sound like you'll do just  
fine, Mr. Conductor.

MR. C:

I hope so. I'd never  
want my conductor skills  
to get rusty. That would  
let everyone down.

BECKY:

Why would it let everyone  
down?

MR. C:

Well, being a conductor  
is really about helping  
people get from one place  
to another as safely as  
possible. It's a little  
like camping, too-- it  
takes being prepared.  
Maybe the picture machine  
can explain it. *what it takes  
to be prepared*

✓  
J

(KIDS GO TO NICKELODEAN AND WE)  
GO TO:



SCENE 4

(MUSIC VIDEO SEGMENT)

(THEN TIME DISSOLVE TO:)

SCENE 5  
(MAINSET)

(MR. CONDUCTOR, UP ON RAILING, IS PULLING ROPE WITH ALL HE'S GOT. WE SEE HE IS HELPING DAN, KARA, BECKY, AND STACY PUT UP THE TENT)

BECKY:

One more pole and then you can let go, Mr. Conductor.

MR. C:

Oh, don't worry about me. I could hold this rope all day.

STACY:

Okay, Dan, you tie your end down...

*Mr C is*  
(DAN FLYING THROUGH THE AIR. HE LANDS ON TOP OF THE JUKEBOX, SHAKES HIS HEAD TO CLEAR IT)

STACY:

Mr. Conductor, are you all right?

MR. C:

Oh I'm fine, but next time I put up a tent, I'll be sure to fasten my seat belt.

DAN:

Yeah, but look! We <sup>ve</sup> got <sup>put</sup> the tent up.

(HE POPS OFF AS SCHEMER AND ENTERS, SHOUTING IN BULLHORN, LITTLE SCHEMEE BEHIND HIM)

SCENE 5 (CONT'D)

SCHEMER:

Campsite has been found  
and scouts are moving  
out! This is not a drill,  
repeat, this is not a  
drill. This is the real  
thing! Men, pack up all  
this junk and --

(OFF BULLHORN, SEES TENT)

How did that get there?

STACY:

Oh, just a little someth-  
ing called teamwork.

SCHEMER:

Teamwork? Ha! when it  
comes to surviving in the  
great outdoors, teamwork  
has nothing over  
Scheme-work.

STACY:

Well, Mr. Great Outdoors,  
I hope you know what  
you're doing, because I'd  
say it looks like rain.

SCHEMER:

Do I look like a man  
frightened of a little  
H30? All it means is I  
won't have to take a  
shower this month.

(BECKY AND KARA COME OVER TO STACY)

BECKY:

Stacy, we're not going  
camping in the rain, are  
we?

SCENE 5 (CONT'D)

STACY:

We-el, I think we can  
probably hold off and  
camp in the station  
tonight.

SCHEMER:

Camp in the station! You  
call that survival?

STACY:

What are you going to do,  
sleep in the cold? You  
haven't packed any sleep-  
bags or tents--

KARA:

--No food, no lanterns--

BECKY:

--no raincoats, no flash-  
lights, no--

SCENE 5 (CONT'D)

SCHEMER:

Oh yeah? Well, anybody  
can camp with those  
things. It takes real  
men to face the wilds and  
know they can survive.  
It we're hungry we can  
eat, uh, bark and in-  
sects (bear.) *like bears do.*

(DAN AND SCHEEME REACT TO ALL THESE  
ITEMS)

If it rains we'll build a  
log cabin. In short, we  
will live off the land in  
the tradition of that  
great American frontiers-  
man--Pat Boone!

(SHOUTS THROUGH BULLHORN)

Scouts ready?? Let's  
move out! Hep-cat two  
three four, hep-cat two  
three four --

(AS THEY MARCH OUT, THE BOYS CARRY-  
ING ALL THE "GEAR")

SCHEEME:

But I don't want to eat  
bugs, Uncle Schemer!

FLIP TO:

SCENE 6  
(JUKEBOX)

(THE PUPPETS, ALL IN CAMPING GEAR,  
ARE READY TO MOVE OUT AS WELL,  
EXCEPT TEX AND REX)

TITO:

All cool camping dudes  
ready?

DIDI:

Where are Tex and Rex??

(THEY LOOK AROUND. TERRIFIED TEX  
AND REX POKE OUT FROM BEHIND DRUM  
KIT)

TEX:

We don't wanna go.

REX:

Yeah. Campin' is down-  
right scary, spelled  
E-E-E-E!

DIDI:

You guys are babies.

TITO:

Cool it, Didi. Maybe our  
two cowpokes just need  
something to get them in  
the mood as we get to  
hikin'. I got it! One  
two three four!

(THEY GO INTO PUPPET SONG:)



SCENE 6 (CONT'D)

PUPPET SONG-TBA

SCENE 6A

(INT. JUKEBOX-ELEVATOR/VAULT)

(EVERYONE HEADS OUT. DURING SONG  
THEY GO ON ELEVATOR [MAYBE ROPED  
AROUND ONE ANOTHER FOR SAFETY] USE  
FLASHLIGHTS, WHISTLES, FINALLY SET  
UP CAMP IN VAULT. END WITH TITO  
LYING ON HIS BACK BESIDE HIS TENT)

TITO:

Man, the thing about  
campin' is there's noth-  
ing better than just  
gettin' away from it all!

DISSOLVE TO:

SCENE 7  
(MAINSET)

(ITS NIGHT AND STACY AND KARA AND BECKY, ALL WEARING CAMPING CLOTHES, HAVE SET UP TENTS AND BLANKETS AND ARE HUDDLED AROUND A LANTERN, MUNCHING ON COOKIES, MARSHMALLOWS, ETC. MR. C SITS WITH THEM)

STACY:

Mr. Conductor, have you ever played the story game? *(frown)*

Mr. C:

Well, I,m not really sure. You see, I tell a lot of stories, and been in a lot of stories; I've heard of storybooks, storyboards, story writers and story awards, short stories, tall stories, whole stories and sob stories -- why, I've been on the forty-ninth-and-a-half story! but I've never heard of a story game. ] ???

BECKY:

It's simple, Mr. Conductor! All we have to do is make it up as we go along.

KARA:

One person starts the story and the next person tells another line, and we go around the room with each person adding to the story. *circle*

SCENE 7 (CONT'D)

MR. C:

Maybe you'd better show me. That way I'll be able to get the whole story.

STACY:

Well the best way to start is with something spooky!

BECKY AND KARA:

Yeah!

STACY:

How about this? "It was a dark and stormy night"..

(SFX: THUNDER CLAP)

STACY (CONT'D):

..."and the ship was lost at sea." Your turn, Kara.

KARA:

"The ship was hit a big rock, and the water started rushing in."

BECKY:

"The boat started to sink, but before it did, the captain jumped into the dark water." Your turn, Mr. Conductor. Mr. Conductor?

(THEY LOOK AND SEE MR. CONDUCTOR IS HIDING BEHIND HIS HANDS)

SCENE 7 (CONT'D)

MR. C:

Is it over yet? I can't  
look!

STACY:

Oh, Mr. Conductor, you're  
supposed to finish the  
story.

MR. C:

I am? Oh, instead of  
telling you how it turned  
out, what if I show you  
the ending?

STACY:

Fine with me. Kids?

KARA AND BECKY:

Sure!

MR. C:

Wonderful! Why don't we  
begin with the magic  
bubble?

(HOLD UP MAGIC BUBBLE AND WE GO  
TO:)

SCENE 8  
(MAGIC BUBBLE SEQUENCE - GEORGE PAL  
ACQUIRED FOOTAGE)



SCENE 9  
(MAINSET)

(ALL LAUGHING AT THE FOOTAGE)

(SFX: CRASH OF THUNDER)

KARA:

Yikes. That was close.

BECKY:

I hope Dan they're okay  
out in the woods. ✓

STACY:

Oh I'm sure they're all  
right. For all we know,  
they're over at Schemer's  
mothers' having cookies  
at this very minute...

DAN (OC):

Hi.

(THEY JUMP A MILE, REACT)

(DAN SAUNTERS IN SOAKING WET)

STACY:

Dan, you're soaking wet!

DAN:

I know. Is there  
anything to eat?

BECKY:

You better dry off or  
you're gonna catch cold.

STACY:

Kara, grab that towel.  
Dan, what happened?  
Where's Schemer and  
Scheeme?

SCENE 9 (CONT'D)

(DURING FOLLOWING THEY SIT. KARA HANDS DAN TOWEL, HE TOWELS OFF [OR STACY TOWELS HIS HAIR] WHILE HE MUNCHES ON THEIR FOOD)

DAN:

It's kind of hard to explain, Aunt Stacy. You see, Schemer tried to put up the tent by himself. But when he was stapling it to the tree, the tent blew into the woods.

BECKY:

Schemer tried to staple the tent to a tree?

DAN:

Yeah. We told him not to. Anyways, he and Schemer chased after the tent and ran into the woods. They didn't come back, and when it started to rain I came here.

KARA:

You mean you just left them there?

DAN:

(SHRUGS)

I called, but I guess they didn't hear me.

STACY:

Oh no, I hope they're all right.

✓

They see Dan home

You told Ted Taylor

✓

SCENE 9 (CONT'D)

MR. C:

Oh, I'm sure they are.  
But you know, it does  
remind me of the time  
Percy wouldn't listen and  
he got drenched, too.

DAN:

I'll bet Percy wasn't  
camping with Scout  
Sergeant Schemer.

MR. C:

Oh no, but it was almost  
as bad. Let me tell you:

(BLOWS WHISTLE AND WE GO TO:)

SCENE 10

(THOMAS THE TANK ENGINE #37  
"PERCY TAKES THE PLUNGE)

SCENE 11  
(MAINSET)

DAN:

I feel like Percy!

MR. C:

How come?

DAN:

Well, he's never going to  
fall in the water again  
and I'm never going  
camping with Schemer  
again.

*a stretch of logic?*  
*elemental connection?*

(SFX: ANOTHER THUNDERCLAP)

BECKY:

I'm worried about them.

STACY:

So am I. Is there any-  
thing you can do, Mr.  
Conductor?

MR. C:

Say no more, I'm out the  
door.

KARA:

But won't you be scared  
out there?

MR. C:

*You need nerves*  
~~to~~ be scared, not when  
you're prepared!

(GRABS MARSHMALLOW AND FIREFLY OUT  
OF THE AIR)

SCENE 11 (CONT'D)

MR. C:

I have food and my fire-  
fly light, my whistle and  
my clothing that's  
bright, so I should be  
back before you can say  
nighty-night!

(HE'S GONE)

SCHEEME:

FOOD!

(ALL TURN THEIR FLASHLIGHTS AND  
REVEAL A TOTALLY SOAKED SCHEEME,  
RUSHING TOWARD THEM -- OR RATHER,  
THEIR FOOD)

DAN:

Here, Scheeme, here's a  
towel.

SCHEEME:

No towel! Food!

STACY:

Scheeme, what happened to  
your uncle?

SCHEEME:

You mean before or after  
he climbed into a tree?

STACY:

Climbed into a tree? I  
thought he was chasing  
the tent!

SCHEEME:

(NODS, STUFFING HIS FACE)

It blew into a tree.  
Uncle Schemer climbed the  
tree to get it down.



SCENE 11 (CONT'D)

BECKY:

What happened then?

SCHEMEE:

You mean before of after  
he fell out of the tree?

KARA:

He fell out of the tree?

SCHEMEE:

Don't worry. He landed  
in the mud. See, by then  
it had started to rain.  
That's probably why that  
wild animal was hiding in  
the bushes. — To get out  
of the rain. ✓

BECKY:

What wild animal?

SCHEMEE:

The one I jsut told you  
about. It was hiding in  
a log. ✓

KARA:

What log?

SCHEMEE:

The log Uncle Schemer got  
his foot caught in.

STACY:

Oh no!

SCENE 11 (CONT'D)

SCHEMEE:

But it was okay. I think the animal got scared off when Uncle Schemer started screaming. He was screaming real loud -- especially when he rolled down the hill into the creek.

STACY:

Oh, no! What did you do?

SCHEMEE:

I was hungry, so I came here.

STACY:

Schemee, you mean you left your uncle at the bottom of a hill, in a creek?

SCHEMEE:

I was hungry! He ate all our food!

STACY:

How do you know he's all right?

SCHEMEE:

Oh, I know he's okay because I heard him screaming for help.

STACY:

Schemee, didn't you think about going for help!

~~What~~

callous  
by J. J. J.

SCENE 11 (CONT'D)

SCHEMEE:

I'm here, aren't I? Pass  
the marshmallows, would  
ya?

CUT TO:

*Stacy* } *Schemer,*  
*When someone needs help and smile with*  
*it up to you to help them. They need them*

SCENE 12

(INT. JUKEBOX-VAULT)

(PUPPETS ARE ALL IN STATES OF  
DISCOMFORT AND BAD TEMPER)

DIDI:

Marshmallows! Tito, they  
have food!

TEX:

Some home cooked vittles  
would sure go down well  
'bout now. Right Rex?

REX:

I'd just settle for  
getting out of this dump  
vault. Tex.

GRACE:

I'm freezing. Don't we  
have any blankets?

DIDI:

That's it! I'm for  
packing up and heading  
back upstairs.

(EVERYONE AGREES)

TITO:

Man, whose idea was this  
in the first place?

DIDI:

What do you mean whose  
idea? It was yours!

TITO:

Was not!

(ARGUMENTS. FINALLY GRACE BLOWS  
WHISTLE, EVERYONE STOPS)

SCENE 12 (CONT'D)

DIDI:

It seems to me, gang,  
that this is one gig we  
didn't rehearse too well.  
Next time we should be  
better prepared.

TEX:

You said it, sister. And  
right now me'n'Rex are  
prepared to hitch our  
wagons up and head on  
home!

(EVERYONE AGREES, START TO PACK UP,  
AS WE:)

CUT TO:

SCENE 13  
(MAINSET)

(STACY IS PUTTING ON COAT AND  
CHECKING HER FLASHLIGHT, KIDS WATCH  
HER)

STACY:

I'm going to look for  
Schemer.

(GINNY ENTERS, PRODDING SOMETHING  
ALONG BY THE END OF HER PITCHFORK.  
IT LOOKS LIKE A BEGGAR WRAPPED IN  
SHREDDED CLOTHES, SOAKING WET)

GINNY:

Move along you varmint! ✓

STACY:

Ginny! What in the  
world --

GINNY:

Miss Jones, it's lucky  
for you I was passin' by  
in my truck when I was,  
because what do I see  
pokin' around lookin' in  
the windows of Shining  
Time Station but this  
character here, six times  
sorrier than a cat in a  
shooting gallery and  
twice as sad. I  
screeched on the brakes  
and said to myself,  
"Throw me off of a pas-  
senger train, but that's  
someone up to no good!"

STACY:

Oh no, Ginny. But how do  
you know this person is  
up to no good?

SCENE 13 (CONT'D)

GINNY:

Because who in their  
right mind would be  
waltzin' around on a  
night like this but --

(SHE PULLS BACK RAGS AND REVEALS  
SCHEMER)

SCHEMER:

I admit it, I admit it!  
I don't know anything  
about camping, you don't  
ever want to talk to me  
again -- just don't let  
that -- cougar come after  
me!

GINNY:

Cougar? There're no  
cougars in this neck of  
the woods!

SCHEMER:

Oh yeah? Well it had a  
big furry tail and little  
small legs and a tiny  
nose and it was eating  
nuts and --

STACY:

Schemer, that doesn't  
sound like a cougar. You  
know what that sounds  
like? A squirrel.

SCHEMER:

A squirrel?

STACY:

Oh, Schemer, maybe you'd  
better sit down with us  
and get dry and have  
something to eat.

SCENE 13 (CONT'D)

SCHEMER:

Food? No I can't. I'm full. Too many sandwiches.

KARA:

Hey, Schemer, how's you get out of the creek?

SCHEMER:

The creek wasn't hard to get out of. But the swamp -- that was hard. I saw someone had a left a branch there, and I pulled myself out and tried to find my way home but...

(BREAKS DOWN)

Oh Miss Jones, Miss Jones, it was terrible. I thought I was a goner! Then I heard this little whistle--

STACY:

A little whistle...

(OVER SCHEMER'S SHOULDER, WE SEE MR. C GIVE THE THUMBS UP SIGN TO STACY, WHO WINKS AT HIM. HE POPS OFF AS SCHEMER CONTINUES)

SCHEMER:

I don't know where it came from, but I started to follow the sound of that whistle. And it brought me here but I couldn't come in because... well, I figured you kids never wanted to see me again!

would



SCENE 13 (CONT'D)

STACY:

Schemer, it sounds like  
you learned your lesson  
the hard way.

SCHEMER:

Yeah, I can never go  
camping again. I'm a  
failure.

STACY:

No, Schemer, your heart  
was in the right place,  
you just weren't  
prepared.

DAN:

You did find your way  
back to Shining Time  
Station, though.

SCHEMER:

I did? Hey yeah, I did.

STACY:

And who else would go  
through all this for the  
sake of scouting?

SCHEMER:

Hey that's right.

STACY:

So maybe next time you  
just need to prepare  
better and use a little  
team work.

SCENE 13 (CONT'D)

GINNY:

That's right, Schemer.  
Good ole fashioned team-  
work. That's everybody  
hitchin' their hay wagons  
up a gettin' to the  
orchard together. Hey,  
that reminds me! I do  
believe I've got some  
cider in my truck we just  
might be able to use to  
warm up this here pow-  
wow. Who wants to help  
me unload?

✓  
like  
That's everyone happen on the wagon  
going to the orchard,  
and pickin apples together

gathering

KIDS:

Me! Me, too!

(KIDS, EXCEPT FOR SCHEMEE -- WHO IS  
STILL STUFFING HIMSELF -- GO WITH  
GINNY)

SCHEMER:

So I'm not a total fai-  
lure?

STACY:

Oh Schemer, how could you  
be a failure? You keep  
trying so hard at every-  
thing, you can never  
really fail.

SCHEMER:

Hey, that's right. At  
least I try.

(AN EYE ON SCHEMEE)

Which is more than I can  
say for some people.

(SCHEMEE STOPS IN MID-BITE,  
TERRIFIED, AS SCHEMER ADVANCES ON  
HIM)

At least you keep  
trying. But the most  
best thing  
is to learn something  
from your mistakes  
so that next time  
will be better  
you'll be  
more  
prepared



SCENE 13 (CONT'D)

SCHEMEE:

I was hungry!

SCHEMER:

Leaving me to get eaten  
by squirrels and moths...

SCHEEMEE:

Uh, I'm not so hungry  
anymore. See ya!

(SCHEEME BOLTS, SCHEMER RUSHES  
AFTER HIM, GRABS BULLHORN, SHOUTS  
AFTER HIM BEFORE RUNNING)

Schemee!

(MURDER IN HIS EYES, SCHEMER GOES  
AFTER SCHEEME)

END